



114 Game Boy COLOR Games
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TOTAL

GAME BOY

everything you wanted to know about Game Boy!

COLOR

TOY STORY 2

THE TOYS ARE
BACK IN TOWN!



inside **exclusive review!**

a LARA CROFT ORIGINAL!

TOMB RAIDER



I
HAVE BEEN
CHOSEN!



Win!
Rayman Games
and Game Boy
gear!

3 **PULL-OUT
POSTERS
INSIDE!**

PLUS mickey's racing
adventure, Barbie ocean
discovery, Tasmanian Devil, Rayman, mission:
impossible, Ready 2 Rumble Boxing, Star Wars
Racer... and much more!

THE BITS 'N' BOBS EXPLAINED!

Text, Game Boy Color has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!

INFO!



Here you'll find out how much the game is, who made it, where it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

When playing this about, make sure you don't miss the chance to see the most important bits in the game. The only way you can't miss it is if you don't play it!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviews will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.

2ND
ANDY & BRIAN

GAME BOY

IT'S THE BEST
IT'S THE BEST
IT'S THE BEST

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

This is where the game gets taken apart and rated on its graphics, sound, playability and testability. Finally we give it an overall score. If the game scores over 50% it gets a coveted **HUM DINGER** award of excellence!

THE CHOSEN ONE!



Way-hey! All our favourite toys are back for another bout of platform mayhem - just in time for the movie too!

TOY STORY 2

PAGE 10

PAGE 16



MICKEY'S RACING ADVENTURE

Join Mickey Mouse and all the crew in probably the best racing/adventure game you'll ever play!

PAGE 12

IT'S LOVELY LARA!

Believe it or not she's coming to Game Boy Color - we check out what this girl has been up to and preview her new handheld game!



WIN! WIN!

Grab yourself a new Game Boy Color set up and copies of Rayman!

PAGE 9

PULL-OUT POSTERS INSIDE!

Spash 'em all over your bedroom: Toy Story 2 and Ready 2 Rumble!

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PAGE 25

PAGE 25

Reviews

We've got a great bunch of new games for you...

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Previews

With Perfect Dark and a big bunch of Looney Tunes Games - there's loads to look forward to!



TASTE MY METAL!



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Get in touch!

If you want to write to us here at Total Game Boy Color, here's the address...

TOTAL GAME BOY COLOR
PARAGON PUBLISHING
ST PETER'S ROAD
BIRMINGHAM
B41 2J5

Snoo!

GAME BOY
GOSSIP AT
ITS BEST!

GAME BOY
CHARTS!

- 1 FI RACE
NINTENDO
- 2 TETRIS 10
NINTENDO
- 3 BLOWWY
NINTENDO
- 4 TENNIS
NINTENDO
- 5 DISNEY'S ITALIAN
DESIGN INTERACTIVE
- 6 MURRATS
THE MOVIE
THQ
- 7 GAME &
WATCH CALLER
NINTENDO
- 8 ODDWORLD
ADVENTURES
GT INTERACTIVE
- 9 WERKLAND 2
NINTENDO
- 10 JPU VS SPY
KEMCO

Nintendo has officially set the date for the Game Boy Advance. The successor to the world's biggest selling console will launch in America on 1 November. Anticipation for the new machine is reaching critical point and the rumours are starting to fly about just how powerful it will be. At the heart of the GBA will be a powerful 32-bit RISC CPU developed by a British-based company called ARM Ltd. This processor, in theory, could easily match the performance of a Sony PlayStation or Sega Saturn. It has recently surfaced that ARM is (perhaps just coincidentally) developing a chip known as the ARM 10 THUMB.

This is a whopping great 300 MHz processor compared to the 33 MHz that the PlayStation uses. ARM says the chip is being designed for 'next generation hand-held consoles' and that this level of sophistication is essential for applications that have sophisticated user interfaces with 2-D and 3-D graphics rendering, such as video game players.

Both ARM and Nintendo are remaining tight lipped about the innards of the Game Boy Advance but it seems likely that the ARM 10 THUMB is probably a scaled down version of it. It is the prime candidate for inclusion. Cost is obviously an issue though and Nintendo want the machine to go on sale at a price lower than £100.

HOW
advanced
is the
advance?

WELL DONE
GAME BOY!

Needless to say, 1999 was the Game Boy's most successful year ever. Despite being almost ten years old, almost a million machines were sold in the UK, with 300,000 getting swindled off shelves during December alone! This extraordinary success of Pokemon has led a lot to do



Scooby Doo - where are you? Well, you'll find the crime-busting pooch and his three friends on the Game Boy Color soon thanks to a deal between THQ and Warner Bros.

The first Scooby Doo game should be appearing on the Game Boy this Autumn and with the deal lasting four years, there should be plenty more games to follow.

No details have been revealed about the first plot yet but as a guess I'll imagine Scooby and the gang investigating an old abandoned gold mine or haunted house. They'll split up and discover cryptic clues before capturing a ghost in an over-elaborate trap. Then they'll unmask him to reveal the disgruntled Janitor who would have got away with it if it weren't for "those meddling kids".

With the continuing strength of the world's best selling console, the brilliant monster-hunting game was the best-selling game last year with half a million copies being sold in the UK to date. Many people have bought Game Boy as on the strength of 30+ old game alone.

Around the world, well over 80 million Game Boys have been sold to date and this portable wonder shows no sign of slowing down.



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MEET THE GENE!

NICK ROBERTS



About Nick's the big cheese - and surely like it too!
Most favourite game: Mickey's Racing Adventure
Least favourite game: Bombs
Quote: "Ahh February - the month for loving!"

STUART TAYLOR



About Stu owns a strange platinum helmet!
Most favourite game: Tomb Raider
Least favourite game: Ready 2 Rumble
Quote: "What do you mean I shouldn't milk my plants?"

MARK WATERSLEY



About: Although he's called Watersley, Mark doesn't actually own a hat!
Most favourite game: Star Wars Racer
Least favourite game: Barbie
Quote: "I once saw a hat though - it was brown with frills."

SIMON PHILLIPS



About: Simon is known affectionately as the...
Most favourite game: IK+
Least favourite game: Dragon Warrior
Monitors
Quote: "And my names got nothing to do with Mousing, alright?"

LOU WELLS



About Louk: As a girly type in a games mag!
Most favourite game: Barbie
Least favourite game: WWF Wrestlingmania
Quote: "Doo, it's all sink and fluff!"

JEM ROBERTS



About: Jem was once a writer - for about two minutes!
Most favourite game: Mickey's Racing Adventure
Least favourite game: Ready 2 Rumble
Quote: "I saw how they put the froth on cappuccinos and I had to leave!"

The Snoop!

SKATE OR DIE!

Skateboarding fans will soon be able to ollie, twist and grind their way through the streets of San Francisco with real style. Toy Hawk, the world's best boarder, is rapidly undergoing metamorphosis and should be appearing on the Game Boy later this year in a small screen version of his incredibly successful console game, Toy Hawk's Pro Skater.

No screenshots are available yet but the 3-D graphics of the PlayStation and N64 versions are, hopefully be translated into a life-sustaining 2-D wonder. It contains all the basic action and creative moves of the console version. Then it adds out 'real' every other skater on the block!



Pokémon 2000

Peter Stern reports our Executive for Sales has been out in a few Wests out about Nintendo's plans for the Game Boy and Pokémon franchise in the year 2000. After briefly mentioning the Game Boy Advance, Main acknowledged the contribution that Pokémon made to sales of the Game Boy and revealed that Nintendo plan to make four new Pokémon games this year.

The first game will be Pokémon: Trading Card Game and is based around the successful card swapping game. This will be followed in the summer by a puzzle game called Pokémon Attack. Finally, in September, the Americans will get their hands on Pokémon Gold and Silver with a UK release following shortly afterwards. Gold and Silver are the true sequels to Pokémon Red and Blue. They will, amongst other things, run in full colour!

Main stressed that Nintendo didn't want to water down the Pokémon franchise by releasing a wave of sub-standard spin-offs and would rather release a steady supply of quality games.



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WIN WITH RAYMAN!

The very kind people at Ubi Soft and Total Game Boy Color have got together to bring you a competition that celebrates their latest and greatest release - Rayman! If you haven't seen this game yet, get yourself over to page 24 where we have marked it a whopping 92% and awarded it a Hum-Dinger!



WIN! WIN! WIN!

We've got a complete Game Boy Color set up for you to win - that's a brand new console, a printer and a camera, so you will be the best kitted out Game Boy fanatic on your street! To go along with this great prize there are copies of the Rayman game itself and exclusive T-shirts - a game and shirt for the first prize winner and loads of runners-up prizes for the next bunch out of the mailbox!

To win we want you to send in your best joke - it couldn't be easier! Just think of the joke that has made you laugh the loudest lately, write it down and send it in to us. If it makes us laugh too, you could be in the running!

Send your joke to:
Rayman Chuckles Compo,
TOTAL GAME BOY COLOR,
Paragon House,
St Peter's Road,
Bournemouth BH1 2JS
Entries should reach us no later than 31 March and the editor's decision is final!





TOY STORY 2

DO YOU THINK I'M THE GOOD OR THE BAD OR THE UGLY?



Secondly, Mr. Potato Head



"If you're a big fan of the film you could do much worse!"



2nd Opinion!
BUZZY BUZZY BUZZ!
Disney's Toy Story 2 is a fair old challenge with eight levels, a treasure hunt of coins. Collect every coin on a level and you'll get a special bonus in the bonus round. There are also interesting touches on the levels where you get to interact with scenery such as racing along a toy car track and flung into the air. Some of the coins are quite tricky to reach and if you get into the game, you'll certainly find plenty to keep you occupied.



PASSWORD



SCENE ONE



BUZZ'S BONUS

The biggest film of the year has all arrived and the inevitable onslaught of games for every system are rolling towards the shops as we speak. Unsurprisingly, Toy Story 2 on the Game Boy Color is a platform game. In recent months we've seen The Rugrats Movie, Tarzan, Antz and A Bug's Life – all platform-hopping, object-collecting extravaganzas. Honestly... you'd

think that somewhere in Nintendo flowers there's a rule stating that all Game Boy movie tie-ins must involve the main character jumping up and down on other characters from the film. Come on... use your imagination and surprise people. It worked for Pokémon!

OOO... TWO CLAWS

Putting grins aside about the overwhelming amount of similar games on the Game Boy, Toy Story 2 is an excellent example of the game. The graphics are bold and colourful, the levels are interesting and well laid out and

there is plenty to do, with various bonus items galore. Following the film's plot, you take control of Buzz Lightyear as he ventures into the outside world to save Woody from the clutches of a toy collector. Woody's been kidnapped by a greedy toy store owner because he's so old he's become a collector's item. Just how well the game follows the film is up for debate. It's not out over here yet so a direct comparison is impossible. Rex, Slinky and the Axioms all appear as enemies in the game so it looks like Buzz has been busy turning toys into a few of his friends into enemies over the last couple of years!

YOU HAVE BEEN CHOSEN!

Buzz has a wide range of moves available to him but this can make the controls tricky at first. In a bizarre fashion, running and jumping are both assigned to one button. Hold down A and Buzz runs, whereas just tapping it

makes him jump! The problem is that running and jumping at the same time is vital to the game. You have to hold the button down, let go and tap it again whilst pressing the direction you wish to jump in all at the right time or Buzz ends up falling into whatever dangerous object you were trying to avoid! It's a tricky situation and you do get the feeling that it perhaps isn't the best idea you've ever seen! However, you do get used to it fairly quickly and it does add an extra element of skill to the game.

Toy Story 2 is by no means the worst movie tie-in on the Game Boy Color, it's past the latest in a long line of uninspired platformers with no unique features. There are

already plenty of excellent jumping games on the Game Boy such as Mario DK, Warlord 2 and Zanax. However, if you're a fan of the film you could do much worse (if not, are you sure that you've actually watched it?)



To the hospital infirmary and beyond! Flying is tricky.



SCENE TWO

AL HAS TAKEN WOODY...



That's not flying. It's not even particularly stylish either.



GAME BOY
TEST YOUR STRENGTH!

GRAPHICS!
Buzz looks brilliant!

SOUND!
Mr. Potato Head's new look is fantastic!

PLAYABILITY!
Woody and Buzz look like they're having fun!

LAST BUT NOT LEAST!
Finally to do test it's all yours!

OVERALL!
80%
A SMALL BUT GREAT MOVIE-TIE-IN

This is a shot from the new film. No really... it is! Honestly.

Little Bo Peep couldn't care less about her sheep. She's worried about Woody!

LARA CROFT

and the
GAME BOY OF DOOM

LARA IS
COMING TO
GAME BOY
COLOR!

**HANDHELD CONSOLE
OWNERS REJOICE!
A LIVING LEGEND IS
COMING TO THE GAME
BOY COLOR, AND HER
NAME'S LARA
CROFT!**

Who would have thought that a twenty-

something, pony-tailed, polygonised young woman would become a videogame icon like Pac-Man or one of those pesky Space Invaders? Certainly not Core Design or Eidos Interactive, who designed and published the adventures of Lara Croft in the phenomenally successful Tomb Raider series.

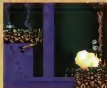
The first Tomb Raider graced the Sega Saturn, PlayStation and PC way back in 1996, and captured the imagination of the gaming/playing public through its inventive design, mind-bending puzzles and, most importantly, its

star Lara Croft. Just who does this young woman think she is?

"DR. CROFT, I PRESUME?"

The origins of Lara Croft can be found in the files of classic games like Prince Of Persia (now on Game Boy Color!) and movies like the Indiana Jones trilogy. The sole heir of the Croft estate, following her parents' untimely demise, young Lara threw herself into a life of death-defying adventures.

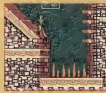
From the age of 16, Lara was exploring ancient tombs and navigating her way through hordes



What? Tomb Raider on the Game Boy Color? It must be true - here's the title screen!



The Lara sprite is one of the tightest head sprites ever seen on a Game Boy screen!



South American jungles. A role model for go-getting young girls, our Lara has also proved to be a hit with the lads, down to her drop-dead gorgeous looks. Sorry, the girl even made green a fashionable colour again!

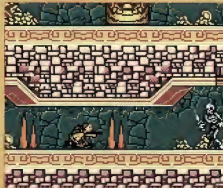
Since her debut, Lara has appeared in four different Tomb Raider videogame adventures, she has her own monthly comic book, has advertised soft drinks and chocolate bars and even has her own motion picture in production. Not bad for a three dimensional videogame character!

She's a Game Girl!

The good news for Game Boy Color owners is that Lara is bringing her way to your favourite handheld



She jumps, she crawls, she swings like a gibbon - she can do anything!

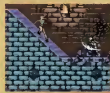


console in an all-new adventure, and we here at Total Games Boy Color are right thrilled about it! The plot of the game has Lara investigating the whereabouts of the Dream Stone, an ancient Aztec piece of tal, which is said to have amazing powers.

Traveling to the South American jungle, Lara is lured into a false



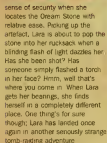
Heavily influenced by Prince of Persia, Tomb Raider should be a gent



We just can't wait to get our hands on Lara - this game looks amazing!

No Tomb Raider game would be complete without some nasty spikes!

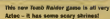




On the technological front, Core Design is pushing the Game Boy Color to its limit. The most obvious example of this is the fact



Core Design has really squeezed everything possible out of the Game Boy Color. Lara has 2,000 frames of animation in her movements – probably more than any other videogame character on the small screen. Just take a look at these sequences of her in action!



If you check out the screenshots, you can see how good *Tomb Raider* on Game Boy Color is looking, as well as how similar it looks to one of its inspirations, *Prince Of Persia*. There are stacks of puzzles to solve in the game – for instance, Lara will have to hit certain



Hit the pause button and you get an inventory of Lara's rucksack.

We can't wait to get our hands on Lara – but then we're strange like that – and we're counting the days until Game Boy Tomb Raider appears later in the spring.



Here's a look at what this lovely lady has been

up to recently...

TOM PRICE

The original form

Raider game has Lara in pursuit of a long-lost artefact called the Sarcophagus. To locate it, Lara had to explore ten unique labyrinthine tombs, including Aztec and Egyptian ones.



Lara's record

'awfully big adventure' took her to the Qiem and in particular the Great Wall of China. This time around, the 'tom raider' had to retrieve the Dagger Of Xian.



One of Laro's

toughest challenge was to locate four mystical artefacts nicked by a gang of explorers travelling on Darwin's ship during the 19th Century. In spite of some tough odds, Lane succeeded and looked mighty fine in a host of new costumes as well.



The fourth raid

owed a lot to the original adventure and saw a return to the fan-favourite brain-teasing traps and puzzles. Lara found herself confronted with her past as well as her future in the Egyptian Valley of The Kings.



Free Klean XX Moisturizer in Heavy

[illegible][illegible]

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BARBIE: Ocean Discovery

THE PLASTIC PANTASTIC DOLL NOW RECAPS THE GAME WAY

She comes in every guise, in other 40 years old and looks hourly fabulous; and now the lady who could get flunking. Barbie's pink flesh to chrome is appearing in her own game on the Game Boy Color.

In this underwater adventure you have in Barbie Scuba Bubbles through Coral Reefs, shipwrecks and sunken crystal cities in search of treasure and jewelry. To get these items you have to travel around the lovely free swimming areas and find shells which will lead you to mini-games.

Monster Job!
You've found another piece of the treasure map!

PASSWORD:
HAPPY!

Who's behind this? Well, over 600 people it's the plastic category.

2nd Opinion!
YUCK!

IT'S FOR GIRLS!
If you're a person of the male kind - steer well clear of this game. But then, you obviously would, wouldn't you? If you're a girl, however, you'll find this the perfect Game Boy Color adventure. It's not too long on the gameplay front - in fact it's easily the opposite. Turn your brain gamey card complete this with little effort.

PRICE:

Pink Lady
Barbie is a Barbie game, you expect it to be a bit fluffy - and it is: there are no enemies to kill, nothing can kill you and the only dangers are that you have to overcome in trying to drop cannon balls into a barrel.

Consider yourself fortunate - the gameplay is simple. However, the puzzles do get slightly more difficult when you return to get more gems to fill up the steady doll's jewelry box. Barbie Ocean Discovery is definitely for the younger and without meaning to be sexist, female gaming community. Boys and anyone over 12 years old will find themselves a little bit bored - so skip aside and let your kid sister have a go.

One of the earliest puzzles... get the baby bottle through the maze to its mother.

When Barbie isn't lying on a beach or being taken out for dinner by long-term boyfriend Ken, she has gathered quite a lot in her 37 years. From teacher to doctor, life goes to US President - you name it, this girl's done it. And now, to top it all off, she makes her acting debut in Toy Story 2. There really is no end to her talent...

There's nothing to fear in this under-the-sea trip.

Barbie is a Barbie game, you expect it to be a bit fluffy - and it is: there are no enemies to kill, nothing can kill you and the only dangers are that you have to overcome in trying to drop cannon balls into a barrel.

GAME BOY TEST YOUR STRENGTH!
GRAPHICS!
SOUND!
PLAYABILITY!
LASTABILITY!

OVERALL! 50%
HEY BARBIE! YOU'LL SOON GET BORED!

Barbie Career Girl

Barbie Software Girls

Dragon Warrior Monsters

ENTER A WORLD OF DRAGONS AND... WELL... MONSTERS REALLY!

any Game Boy fan worth their batteries will have been playing one game last Christmas. The mighty Pokémon, where life is one big happy monster hunting ground. As usually happens when a game achieves any kind of fame, you get a number of followers. Often they'll be shameless copycats but once in a while you get a game that tries to bring its own teeth into the mix.

Dragon Warrior Monsters is one such game. Sure... it

owes more than a debt to Nintendo's mighty Red and Blue money maker, but as much as it's copying Pokémon it's also attempting to be different from it.

manic monsters

For a start it's much more of a traditional RPG with a highly developed story revolving around a young boy named Terry whose sister has just been kidnapped. He has to journey to the land of the Great Tree where he must survive by training up the monsters he can befriend.

The training aspect is much more highly developed than in Pokémon and you can even breed any female or male monsters to create new little offshoots. This adds a huge new angle to the game as you can breed almost fifty thousand different monsters. Many of the worlds are also randomly generated so no two games are ever the same.

Dragon Warrior Monsters is different to Pokémon in several ways. You're not collecting monsters (as you can make an infinite number of new ones) as much as you're creating them to work through the brilliant story.

mark H
I can't say you should've brought a map at this gift shop.

The only real problem is just no matter which way you look at it, it's just a Pokémon. Get the hell off first, and when you've got a taste for monster hunting, get Dragon Warrior Monsters as well.

2nd Opinion!
POKÉMON IS POKÉMON!
I came with Link here - Dragon Warrior Monsters is an obvious attempt to cash in on the current trend for games with little monsters in them. Confused by Nintendo's own Pokémon series, Bates has managed to pack with unoriginality into the game through and really enjoyed playing it. Games like this are never going to set new standards in graphics or sound effects, but with a good solid story behind the action and a couple of neat twists and turns, this game is a worthy addition. Even if you've already got the "I" game!

GRAPHICS!
A little average!
SOUND!
Different SFX and nice music!
PLAYABILITY!
The Great Tree's a huge world!
LASTABILITY!
It's a good one!
OVERALL! 92%
MONSTER MONSTER!
A MONSTER GAME

It was number three effort that's the monster that eluded it!

ONE MAN AND HIS BLUE FURRY BOE

Terry's out here. He falls asleep one night and an evil monster steals his sister. Now he has to journey to the end of The Great Tree to rescue her.

Wadeham is a good monster. He comes to Terry whilst he's asleep and transports him off to The Land Of The Great Tree so that he can save his sister.

mark H
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A MONSTER GAME

No two games are ever the same!

Hum Dinger!

GAME BOY TEST YOUR STRENGTH!

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OVERALL! 92%
MONSTER MONSTER!
A MONSTER GAME



- 5 play modes - Exhibition, Tournament, playoffs, League and Indoor Matches
- More than 50 teams from around the world to control
- New indoor tournament format
- Improved gameplay
- Enhanced Game Boy Color graphics
- Detailed player, team and game statistics



FEATURING...

- 40 additive and varying tracks including 5 bonus courses
- Race 15 different vehicles across terrain ranging from the breakfast table to the chemistry lab
- A high level of AI, making the opposition more realistic
- Incredibly detailed graphics for both vehicles and map terrain
- Hidden bonus tracks and secret vehicles
- 14 different game modes, including a frantic multi-player option



Featuring...

- Four modes of play - Stroke, Tournament, Skins and Shoot-out
- Six Golf pros, including Tiger Woods, Craig Stadler and Davis Love III
- Authentic courses - Try your luck on Hole 17 at Sawgrass
- Unique interface - view course conditions, change clubs, set the spin and aim your shot
- Realistic ball physics - Control the Hook, Slice, and Spin to adjust for the weather



Featuring...


- Ten levels of exciting "Star Wars" action
- Numerous puzzles to solve
- Tons of weapons, characters and vehicles from the Star Wars Universe
- Varied game modes and difficulty levels
- Countless enemies all over the galaxy to defeat
- Compatibility with Super Game Boy



www.pcibh.net



Featuring...

- Pre-match entrances and taunts and over 100 moves, including signature manoeuvres and trademark finishes
- The first  game with DMG's link mode. Put titles on the line against a human competitor in head-to-head combat
- Cage matches, tag team, survival modes, 2 on 1 handicap matches, and more
- Backwards compatible with SN and Game Boy



FEATURING...

- Features all the favourite characters from the top-rated TV show.
- Over 10 levels of non-linear game play inspired by the TV series
- Tons of hidden levels
- Varied gameplay that includes traditional platform, puzzle, chase and racing
- The sequel to the best selling *Crash Bandicoot* title

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Rayman

THE GAME BOY GETS JERKY WITH THE CRAZY 3-D PLATFORM!



Benjamen "Jem" Jones
Just look at these amazing graphics!



Little Rayman can spin his ears to create a handy helicopter effect!

ace adventure!

And what an adventure it will prove to be. You'd expect the odd glitch here and there when it comes to transferring a 32-bit platformer to the tiny screen, but



It's pure platform action all with way with Rayman from the soft!



the graphics and gameplay are just as vibrantly compelling as ever. It's so faithful to the original, you'll hardly believe you're playing a handheld game at all! True, the sound leaves just a little to be desired at times, but as you travel around the levels, astounding detail after detail will leave you fiddling around at the Game Boy Color's capabilities.



Look! He's got no arms and legs!

2nd opinion!



A RAY OF SUNSHINE!

There's no shortage of platform games on the Game Boy Color, but none of them come close to touching the brilliance of Rayman from the Soft. The aim of the sprites, the colour packed into the graphics, the moving gameplay and the great story line all add up to create what is effectively a PlayStation game on the small screen. This is a must for anyone's Game Boy colour collection. Benjamen "Jem" Jones

With a fast and funny story line, choice of six languages, and many hidden bonuses, there's never been a better excuse to start swinging on the Game Boy! JEM

ONE UPON A TIME

When the crazy Rabbish adventure first appeared on the Sega Saturn in 1993 (or thereabouts), the psychobabble worlds and colorful graphics earned him many fans. It has to be admitted, however, that the story is pure idiosyncratic nonsense.

The imaginatively titled Rayman World, you have, used to be a clever piece, with satire and people living in harmony, that was until the mysterious Mr Dark stole the Great Pelican, defeating the little Fox and plunging Rayman's home planet into eternal darkness.

Our hero is the only one who can collect all the little Electrons that reside on the Great Pelican and restore harmony to the universe. And he does this by swinging about on branches and eating green bubbles. But who cares, as long as the adventure is fun?



It's a pleasure to see the world's most widely known game player's return to the Game Boy Color.

GAME BOY TEST YOUR STRENGTH!



GRAPHICS! Close to the original

SOUND! Play about what should...

PLAYABILITY! Plenty to keep you swinging

LASTABILITY! We can't do this!

OVERALL!

92%

IT'S A PLAYSTATION GAME ON THE GAME BOY COLOR



TOY STORY 2



TOTAL
GAME BOY
POSTERCOLOR



Mark H

1. HUM DINGER? IS IT POSSIBLE?

Mission: Impossible

"A great game made even better by the bonus extras you get with the cart!"



INFRARED HEAVEN!

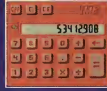
It's more than just a game! In true spy-dogger nature, this cart doubles up as a calculator, address book and remote control! You can use the cart and your Game Boy infrared light to control any device in your house that uses a remote control. Brilliant!



Change channels on your TV set...



Keep tabs on people...



Or do sums with your Game Boy!



High noon at the MI Central. Keep these game a-mission!

Your mission, should you choose to accept it, is to read this review and decide whether or not you want this game from Intergames. Listen carefully, for I will say this only once!

Mission: Impossible is a mixture of action, adventure and spy-like stealth that will tax your gaming ability to the max. You control Ethan Hunt and guide him through city streets, houses and posh embassy functions. Working against you are rival spies who you can either avoid or shoot with your silenced pistol - but you are rewarded for using stealth rather than brute force.

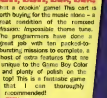
X-22Y Specs!

Each mission consists of a carefully constructed set of objectives which are given to you by your top-secret transmitter. On the first level, for example, you must gain entry to the Embassy. To do this you must meet a contact by the altar, make your way over to the safe house to pick up a key and then get into the Embassy by sneaking in through the back door.

The adventure aspect is great and you really get a feeling of taking part in a top-secret



2ND OPINION!
WHY A COOL GAME! This cart is worth buying, for the inside has a great mission of the remote Mission: Impossible theme tune. The programmers have done a great job with ten pack-it-together missions to complete a host of extra features that are unique to the Game Boy Color and plenty of polish on top. This is a fantastic game that I can thoroughly recommend!



Hi-pot! You'll never take me alive again! Oh... okay then.



Back and cover! He'll never get you when you're down.

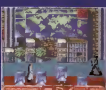
story rather than just running around picking up items. This game taxes your mind more than your ability as a sharp shooter.

There are a few small problems with the game though, one of which is the way you can be killed or captured in an instant and have to restart the mission from the beginning. As you don't always know what's around the corner, it can drive you crazy when you make a single mistake and have to work through everything again. On the other hand, you do tend to get slightly further every time you play and soon become addicted to getting through the level.

CLEVER REUSEDES

The graphics are pretty good and the levels are especially well down, with locations crammed full of detail. The characters are big and nicely animated - the game really puts the Game Boy Color to good use.

Mission: Impossible is a great game and it's made even better by the bonus extras you get with the cart! There's a calculator, an address book and space to store information on all the missions.



Just another impossible day at the office.



Hi-pot! You'll never take me alive again! Oh... okay then.



So... they think they're in control do they? I'll show them!

you've worked on. The real star, though, is the capacity to use your Game Boy Color as a remote control device to change channels on your television, adjust your hi-fi or control just about any household device that uses an infrared link! It works by copying the transmission of your remote control and sends out the signals via the Game Boy Color's infrared port. It may be a gimmick but it's a damn good one and this alone is worth buying the cart for!

We reckon Mission: Impossible is fantastic. The adventure is edditive, the graphics are great and even the theme tune is kicking. Take all that and add a ton of novel extras and you've got a game well worth buying. **Mark H**



You've got a gun. He's got a banana. Run away!



It's all guns, game, game is Mission: Impossible - it's enough to scare you wild!



HUM DINGER!

GAME BOY TEST YOUR STRENGTH!
GRAPHICS!
SOUND!
PLAYABILITY!
LASTABILITY!

OVERALL!
90%
ACCEPT THIS MISSION



900000

Ready 2 Rumble Boxing

LET'S GET READY TO RATTLE!

Slip this cartridge into your Game Boy Color and pass it to some fool who still sees the Nintendo handheld as a late Eights

gray thing with plinky-plinky tunes and a murky green screen. Then watch the girl fade from their (daff) face! There's no denying that, under it all Ready 2 Rumble Boxing is just another Midway beat-'em-up game with huge black men and fast little women fighters, but it sure does a good job of hiding this fact.

IT'S A RUMBLE.
Another improvement on the run-of-the-mill fighting game is the choice of character. Of course, there are the usual ment-heads, but it's not every game that gives you the chance to play a 108-year-old gentleman boxer against a vicious young Afro-American fighting machine, and win. That said, there are many ways that Ready 2 Rumble could



ups, with the annoying music and unconvincing SFX.

IN THE JUNGLE!
The player is given enough control to be able to play in peace without annoying tunes, but one of the most starting features the title has going for it is the pretty impressive digitized speech. Switch on your Game Boy to hear the annoyingly familiar cry, "Let's Get Ready to Rumble!" and you'll know that this is at least one up on the usual handheld beat-'em-



As you punch you collect letters to spell out the word **WINNERS!** be improved, especially with the dull unimaginative in-game control. At times it tries too hard to compare itself to the big brother console versions, but you'll have to look hard to find a more original fighting game released this season.

2nd opinion!
Let's be fair here! I must say that I thought Ready 2 Rumble on the Game Boy Color was a complete waste of time - I soon had me dreading to turn it on! The characters look junk, the gameplay is dire and although the presentation and sound effects are okay, there has to be more to a game to keep me interested! I wouldn't recommend this to any of you lot!



GAME BOY
TEST YOUR STRENGTH!
GRAPHICS!
Poor choice to focus on...
SOUND!
Better than the usual things...
PLAYABILITY!
There is a certain level of control...
LASTABILITY!
Not shown, but shown more...
OVERALL!
73%
IT'S A CASE OF...
BROWN HOT BROWN



You can select to have your opponent chosen at random by the Game Boy!



You've got to be pretty fast on your heels!

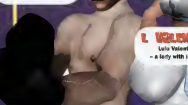


Oh, but Afro Thunder is not for the faint - he couldn't take the pace!

BASH & BOXER!

And in the blue corner...

BE WARY J
108 year old Big Mutt
Lobster - gentleman boxer



S STROKE
This dusky fighting machine should not be taken lightly



S KNOCKOUT
It takes skill to beat this rowdy Russian wrestler.



S BROWN
This guy may be fat, but he's dangerous!



2 TWANER
Afro Thunder has fists like clenched hands. Beware!



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INFO! **Jem**
How much? £14.99
Where to buy? 1999
Release date? Out now
Kind of Game? Sports

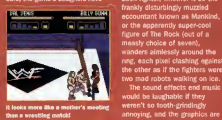
"The sound effects and music would be laughable if they weren't so tooth-grindingly annoying!"

WWE

Wrestlemania 2000

THE GAME FOR PEOPLE WHO WANT 2 TERRIBLE TIMES!

Let's get ready to ruse the day you ever bought this game! At the risk of being paid a visit by the Undertaker and his beefy comrades, nobody deserves to have to get through an entire round of *Wrestlemania 2000*. Sure, the game's designers have



GAME BOY COLOR
TEST YOUR STRENGTH!

GRAPHICS!
There aren't any more!

SOUND!
Well, how about that!

PLAYABILITY!
There aren't any more! (sigh)

LASTABILITY!
There aren't any more!

OVERALL!
49%

A LAME, BORING BEAT-UP-UP!

INFO! **FIFA 2000**
How much? £34.99
Where to buy? 1999
Release date? Out now
Kind of Game? Sports

reviewed by **Jem**

FIFA 2000

LET'S GET FOOTBALL CRAZY!

The roar of the crowd, the sense of huddled expectation as the teams line out at the tunnel, the sheer joy of watching your team bounding to the final whistle... you don't really get any of that with *FIFA 2000*. However, what you do get is a perfectly entertaining little fodge game.

GRAPHICS!
Not bad, but not bloody brilliant either.

SOUND!
The crowd are brilliant, albeit a little repetitive.

PLAYABILITY!
Perfectly playable, but not brilliant.

LASTABILITY!
In the long run... it's a lousy game.

OVERALL!
73%

JUST AS GOOD AS OTHER FOOTIE GAMES



NET KICKABOUT!

Are you one of those lucky people who has access to the Internet? Well, if you are you can check out the official *FIFA 2000* Web site at www.fifa2000.net. It has all kinds of FIFA related information on it - everything a football nut could ever want!

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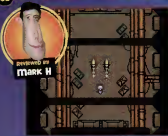
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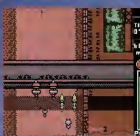
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Two pods may be small... but they're perfectly formed and look great when they're moving.



The Game Boy version retains all the excitement of its Nintendo 64 big brother.



Between a rock and a hard place (more rocks!) Make sure you race around them!

STAR WARS:

GET READY TO FEEL THE FULL FORCE OF THE GAME BOY WITH



Follow the green arrow until those pointers will show you the way.



I think this is a bad case of crossed wires!

Racing games on the Game Boy usually show a dark side of the force that we all wished didn't exist, so it's a delight when a game like Star Wars Racer comes along and, against all the odds, manages to rise out of the Degobath-style swamp of smelfiness! This game is something special. If you've seen the film then you'll be familiar with the scene where young Anakin gets behind

the handlebars of a turbo-charge race. Looking at it like a Roman chariot, the pod racer consists of a small 'pod' pulled along by two monstrously big engines.

SCREAM FOR SPEED!

This game doesn't attempt to recreate the 3-D N64 version and sticks to a top-down overhead view, but it does capture everything else that made the game great.

The tracks are brilliantly detailed, the pods swing around like chariots and above all it's fast! Not just a bit nippy, but gob-smackingly speedy to the point where you feel your fingers tingling and eyeballs going red from a lack of blinking. "Hang on, I hear you cry!" "You're looking down from above and moving at the speed of sound! Doesn't that mean you'll be smashing into every corner you come across?" It could have easily



ANAKIN SKUNKER
Racer-Guy
Pod Strength: B
Pod Speed: A
Pod Acceleration: B
Pod Handling: C



Get ready to roll at the start of the race! Don't start before the buzzer though.

Remember your competition and steal his pod - it's not very nice or fair really!

EPISODE I RACER

THIS FAST-PIECED RUMORING RACER.

happened, but Star Wars Racer uses a nifty little trick to get around the limited line-of-sight problem. As you're flying along, arrows appear at the top of the screen to help you get in the right direction. But these aren't your usual dumb pointers. They actually change depending on where you are. There are different arrows to let you know whether to turn or just shimmy left or right and if you follow the arrow, you'll fly around corners faster than a rocket on a rollercoaster. It's a brilliant trick that makes the game super fun.

TWO MORE RIDERS!

There are plenty of different tracks on the game. You get all the fun of different planets from the N64 version and each

planet has its own look and style. From Tatooine (the one in the film) with its dusty deserts and Road Runner-style rocks to the weird outcrops of Baronda, you'll be gob-smacked at the amount of roadside detail. And if that isn't enough each planet has four different stages to race on. Each stage that you win will give you a new pod to try out. They are all different, with some having faster speed, acceleration and tougher construction so they don't blow up with too many hits to the wall.

Although you take damage from hitting the walls or the other racers, you can repair your ship at any time by pressing the B button. This gives you back your energy but you'll lose a lot of speed (though it was too good to be true!) and your opponent will be miles away by the

time you've screwed all the bits back on your pod. Star Wars Racer is without a doubt a brilliant game on the Game Boy Color. It even comes with its own rumble pack built-in for added effect! It's the 'dog's pods' and no self-respecting Star Wars fan should be without a copy.



A bridge-like track isn't all that dusty desert in this game you know.

2ND OPINION!
WHAT ABOUT MY PODS?
The line problem with this game is that you can't star append anyone else! There's a distinct lack of competition on the racetrack and this made the game really hard for me. You only get to take on one racer at a time which is a real shame, because in the film there were loads of racers at the starting line and at once, I know there are levels to the Game Boy Color, but they could have given you the chance to take on other racers separately - at least, you'd think there were a lot of other racers on the board!

JOHN

GAME BOY
TEST YOUR STRENGTH
Hum Dinger!
SOUND!
The game is made from the film.
PLAYABILITY!
It's fast and fun to play on.
LASTABILITY!
Plenty of tracks to play on.
OVERALL!
93%
THE BEST RACER ON THE GAME BOY!

THE SPACE RACE



This dusty desert offers you a nice easy introduction.



This arctic wasteland will have you slip sliding away!



The rain forest does us this gray water-drenched planet.



A bridge-like track isn't all that dusty desert in this game you know.



Here rocky racing enters from the arctic world!

Without a doubt a brilliant game and easily the best racer on the Game Boy Color!

K-1

ON INTERACTIVE KARATE TOTS FIGHT!



Mark H

number one in the UK and America and is therefore responsible for more smashed backs than Super Fighter could dream of.

an old master

Game Boy owners on rollers may feel a little unimpaired with the ancient martial art of sumo wrestling opponents till they see over, you can beat your enemy with one swift strike from the mouth. Like real-life sumo matches, you are awarded a whole or half point depending on the quality of your knockout punch or kick. The first fighter to get two whole points wins that bout.

UK+ shares the fast-paced combat and over-the-top special attacks found in most modern fighters. The result could easily have been a game that was good in its day but far too basic in this day and age. However, the simplistic style of fighter still has a remarkable depth to it and the speed with which bouts can swing either way creates mind-boggling tense matches. Fans of the original will



Shut! That's the last time I lost two handguards and try to fight!

be pleased to hear that the mid-fight sub-game from which a victorious return, in-between fighting opponents, you earn bonus points by winning karate. No, the topics such as defending yourself from bouncing belts with a wooden shield.

THE K-1 UPDATE

A host of improvements make this update much better than the original. The biggest change is that you can now choose different fighters on the original there was just the one guy in either a white or red costume. All the new karate champs are based on famous martial arts stars from films so you can see a Chuck Norris look-a-like, Bruce Lee and even the guy with the alto from Enter the Dragon.

After all these years, K+ can still teach the modern fighters a thing or two. The fast-paced gameplay separates the week-fisted fools from the karate chopping champs and despite its basic nature, this is incredibly good fun. If you've been looking for the karate Sensei that all other fighting games have to bow to then look no further. **Master it.**



Bestest of the best!



You can even try to somersault over your opponent!



How fast's got to be!



2nd opinion!



80 ROUND READY!

Don't remember the first visually the song to tellers any for target and better looking than the original that I used to play on the 2D Spectrum when I was a kid. The background are also more defined and direct famous views from around the world. It utilizes the two-button Game Boy Color to make all the moves easier to perform than the one one-buttoned version of the original. Finally, all of the improvements make the original game better without losing the original gameplay. Check it out now!

Just

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!

Hum Dinger!



You have 12 King to killers to choose from!

The Second is available as a figure - but only if you're good enough!

Worldwide Fight Time

Worldwide Fight Time

Worldwide Fight Time

Worldwide Fight Time

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Worldwide Fight Time

Ronald V-FOOTBALL

IT'S 2

OF TWO



simon

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"Instead of punishing opponents for they lose out, you can beat your enemy with an extra smack in the mouth!"

At the start of each bout both fighters bow to the mighty Sensei. A wise man bows like a tree in the wind, the Sensei says! The stupid stay still!

You can even try to somersault over your opponent!

GAME BOY TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

TEST YOUR COLOR

GRAPHICS!

They do their job well enough

SOUND!

They sound nice

PLAYABILITY!

They're a pain to be considered

LAST-THOUGHT!

Cartage makes sense!

OVERALL!

65%

GAME

TEST PLAY!

TEST PLAY!

TEST PLAY!

TEST PLAY!

TEST PLAY!

TEST PLAY!

COLOR Scribblings!

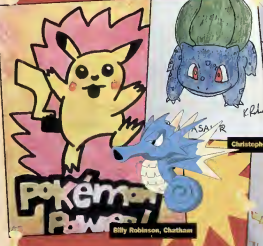
YOUR LETTERS, PAINTS
AND DRAWINGS!

YOUR SCRIBBLES POKÉMON SPECIAL!

We've had so many Pokémon pictures in the posting recently, we thought it was about time we did a "Your Scribbles" special - so here it is! We just love receiving all your great art and letters, so keep them coming to the usual address!

SEND YOUR LETTERS
AND PICTURES TO...
SCRIBBLINGS
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Kristofer Roberts, Belfast



Billy Robinson, Chatham



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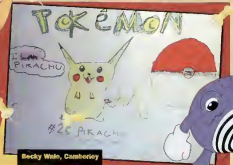
Kyle Marsh



James Kerby



Billy Robinson, Chatham



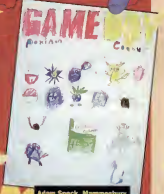
Bucky Webb, Camberley



Laura Bacon, St Leonards



Robbie Dalziel, Bolton



Adam Speck, Marnesbury



William



Dewayne Sewell, Edgmont

HELP!

Send us your own cheats and we'll give you the credit. **Editor:** Faye, Star Line Office, Paradise Publishing, Paradise House, 20 Peter's Road, Southampton, BH1 3JE



STAR WARS EPISODE 1 RACER

MARK HENNING

To gain a massive head at the start of a race, jump the game when the clock reads one then press Start and A.



D-PAD

This little plus sign lets you move up, down, left and right!

KNOW YOUR PAD!

Here's where all those pesky buttons are...

SELECT

This button is often used for Options screens.

START

Press your game or call up the Options screen!

B BUTTON

Most of the cheats are a combination...

A BUTTON

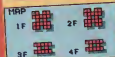
...of the A and B buttons. Press them carefully!

SPY VS SPY

ALL THE LEVELS

If you enter 18724 on a password, you unlock all the levels.

MISSION SELECT



TUROK 2 - SEEDS OF EVIL

FLY LIKE A RABBIT

To fly around the screen, simply enter SUNDRUBBLE as a password. During the game, hold select and press A.

EVERY WEAPON

Enter the password SUNDRUBBLE. Now you have all the weapons. Cool!

Level	Easy Password	Medium Password	Hard Password
Level 1	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 2	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 3	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 4	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 5	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 6	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 7	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 8	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP
Level 9	QWERTYUIOP	QWERTYUIOP	QWERTYUIOP

Skip THE LEVELS

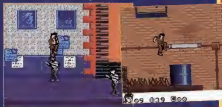
If you enter SUNDRUBBLE as a password, you can skip to any level.

LIVES INFINITY

For an unlimited amount of lives, enter SUNDRUBBLE as a password.

LOADS OF ENERGY

Enter SUNDRUBBLE in the Password screen to have unlimited energy.



MORE CHEATS, TIPS AND CODES THAN YOU COULD POSSIBLY EAT!

TOTAL GAME BOY
www.TotalGames.net **COLOR**

TOY STORY 2

Level	Password
Level 1	BLAU
Level 2	WAPP
Level 3	WAPP
Level 4	WAPP
Level 5	WAPP
Level 6	WAPP
Level 7	WAPP
Level 8	WAPP
Level 9	WAPP

Once you reach the pregame, walk up to him slowly and knock down and start to fire. He should only fire at you if you get too close. Repeat this until he runs for the door.



POCKET MONSTER

TOTALLY POWERED

For every item, with exception of the Heart, Ring and Crown, simply enter 1838 on the password. If you die, all the weapons you'd normally lose will be back, but you'll keep the others, too!

POWERED RIGHT UP

To start with all the power-ups, use 4028 as your password.

MEET THE BOSSSES

Level 1: In the basement and the sleeping baby lies hidden, but with all the passwords.

Level	Password
Level 1	7893
Level 2	3456
Level 3	2438
Level 4	8091
Level 5	1893
Level 6	2805
Level 7	9271
Level 8	1354
Level 9	4915
Level 10	2438
Level 11	8091
Level 12	0238
Level 13	5943
Level 14	6733
Level 15	2890
Level 16	9145
Level 17	9156
Level 18	2215
Level 19	4707
Level 20	7046
Level 21	0687
Level 22	3725
Level 23	0197
Level 24	3826
Level 25	0587
Level 26	3752

LOONEY TUNES: TWOUBLE

Level	Password
Level 1	Granny's House - part one
Level 2	Dog, Granny, Tweety, Iac, Sylvester
Level 3	The Garden - part one
Level 4	Sylvester, Tweety, Dog, Iac, Granny
Level 5	In the Toy Shop - part one
Level 6	Iac, Dog, Tweety, Sylvester, Granny

MONTEZUMA'S RETURN

Level	Password
Level 1	KEEP AN EYE ON
Level 2	Use the password EYEPOINT!
Level 3	WALK LIKE A
Level 4	WALK
Level 5	To walk through doors enter SUNDRUBBLE as the password.

Previews

the sneaky peek at future games around the corner!

PERFECT DARK



more over Ms. Craft, there's a new videogame superlative in town! Rare and Nintendo are set to take on the mighty Lara Croft and Tomb Raider with their Game Boy Color rendition of *Perfect Dark*. Due to appear soon after the eagerly-awaited Nintendo 64 version, Game

Boy Color *Perfect Dark* is in fact set just before the events depicted in the N64 game. Special agent Joanna Dark is entering the final stages of her training at the Conington Institute, and has to travel to the South American jungle to shut down an illegal cyborg manufacturing plant. Let's just hope that it plays as well as it looks!

GO AHEAD, MAKE MY DAY!

GAME BOY COLOR
one 2 watch!

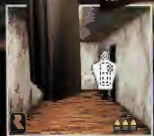
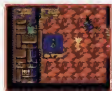


Illustration: Mark Wadsworth



GAME BOY
www.totalgames.net

LOONEY TUNES COLLECTOR: MARTIAN ALERT



With 52 Looney Tunes characters to collect and play with, six different kinds of games in one and two player link-up mode, this is one impressive game from Infogrames! It stars all your favourite characters like Bugs Bunny, Elmer Fudd, Marvin the Martian and Yosemite Sam and has 20 amazing worlds to explore in your search for pieces of a spaceship. In true Pokémon style, the game encourages the player to collect as many characters as possible, and these can then be swapped from one Game Boy to another either via the link-up or infra red connections! With a release scheduled for 14 April, you won't have too long to wait for it either.



IMPRESSIVE! 200%



SPEEDY GONZALES: AZTEC ADVENTURE

It seems that your faithful old Game Boy Color has gone cartoon crazy: crazy with not one but two Looney Tunes favourites putting in a starring appearance on the little plastic screen. The Speedy Gonzales side-scrolling adventure sees the hapless little Hispanic rodent zipping madly through the streets of Mexico in his unceasing search for cheesy treats.

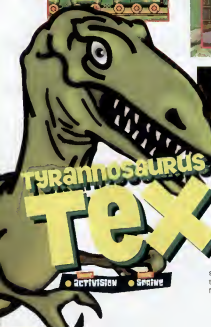
Being a Technicolor adaptation of the old Game Boy standard, available for monochrome as well, there's not too much to be excited about if you're after ground-breaking new gameplay systems, but there's no doubt that Speedy's antics make for a fun adventure, prancing away at frazzled creatures with cheese balls. However, what's worth holding your breath for is the amazing speed you can race Senior Gonzales at when you hit the right icons. (Eaten, eaten, underlay, underlay!)



The second Looney Tunes release planned from Sunsoft sees the 'scheming' Daffy Duck as he follows Bugs Bunny's advice and becomes a treasure hunter. For more challenging and detailed than Speedy Gonzales, this release can't help but make hardened platform fans start saving up their hard-earned pennies. Controlling the insane bird through loads of loopy levels is a real pleasure as you do battle with the scheming Bugs and a host of other bugs, armed only with a big ball of dynamite and your own immutable short fuse. Due out on the very small screen soon, Poultry Play will really be something to 'Who-Hoo!' about!

SUNSOFT 200%

This is a game for the younger readers out there with quite simple gameplay and bright and colourful graphics, but it's also packed to bursting with fun and puzzles to keep you all busy. Noddy gets to ride on trains, explore spooky woods and chat with all his pals including Sammy Sailer and of course Big Earl! Look out for a review in the next issue of *TOPIA*.



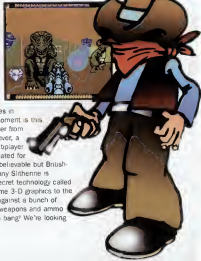
● ACTIVISION ● SPARTE

moomins

You lot are probably far too young to remember *The Moonmoo!* It used to be on the telly many years ago, and can probably still be found on some obscure satellite cartoon network. *The Moonmoo* comes from Finland and is a cartoon that tells the tale of a bunch of small hippo-like creatures. Sunsoft has gone and made a game. Boy Color game out of it, ready for the summer, and with big graphics and some great backgrounds, it's looking like a decent release. Details are a bit sketchy at the moment so, expect to see more soon!



One of the hottest games in development at the moment is this startling looking shooter from Activision. For the first time ever, a 3-D shooting game with a multiplayer deathmatch mode has been created for the Game Boy. It sounds unbelievable but British-based development company Silhouette is adamant that it has top secret technology called SUT3D that can push real-time 3-D graphics to the limit. The game itself pits you against a bunch of slobbering T-Rexes with loads of weapons and ammo thrown in to make it go off with a bang! We're looking forward to this one then!



THE COMPLETE
LISTING OF
HOME MOV
CRITIC REVIEWS

Here's the complete listing of every game ever reviewed by **TOTAL GAME**. Bev Cohen Use these pages as a buyers' guide each time you're about to part with your hard earned cash and you won't go far wrong!

[illegible]

**MORE
REVIEWS
OVER THE
PAGE!**

50



THE COMPLETE LISTING OF GAME BOY COLOR REVIEWS

All major credit cards accepted.

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more reviews,
previews and
features!
Hopefully
Lara will be
with us too



Footballing genius...



"Ronaldo V-Football is an awesome footballing experience"
A must have for all football fans



91%



Coming soon in 2000



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